PlayStation™

NTSC U/C

PlayStation™

Intelligent Qube™

KIDS TO ADULTS

CONTENT RATED BY ESRB

SCUS-94181
94181

SONY COMPUTER ENTERTAINMENT™

WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION™ DISC:

This compact disc is intended for use only with the PlayStation game console.
Do not bend it, crush it or submerge it in liquids.
Do not leave it in direct sunlight or near a radiator or other source of heat.
Be sure to take an occasional rest break during extended play.
Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Intelligent Qube™ Tips and Hints

PlayStation™ Hint Line

Hints for all games produced by SCEA are available:

Within the US: **1-900-933-SONY (1-900-933-7669)**
$0.95/ min. auto hints, $1.40/ min. live, $6.95 - $16.95 for tips by mail, $5.00 - $20.00 for card recharge

Within Canada: **1-900-451-5757**
$1.50/ min. auto hints

For US callers, game counselors are available 7AM-7PM PST, 7 days a week. Automated is available 24 hours a day, 7 days a week.
Live support for Canada is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support

1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 8AM-6PM Pacific Standard Time.

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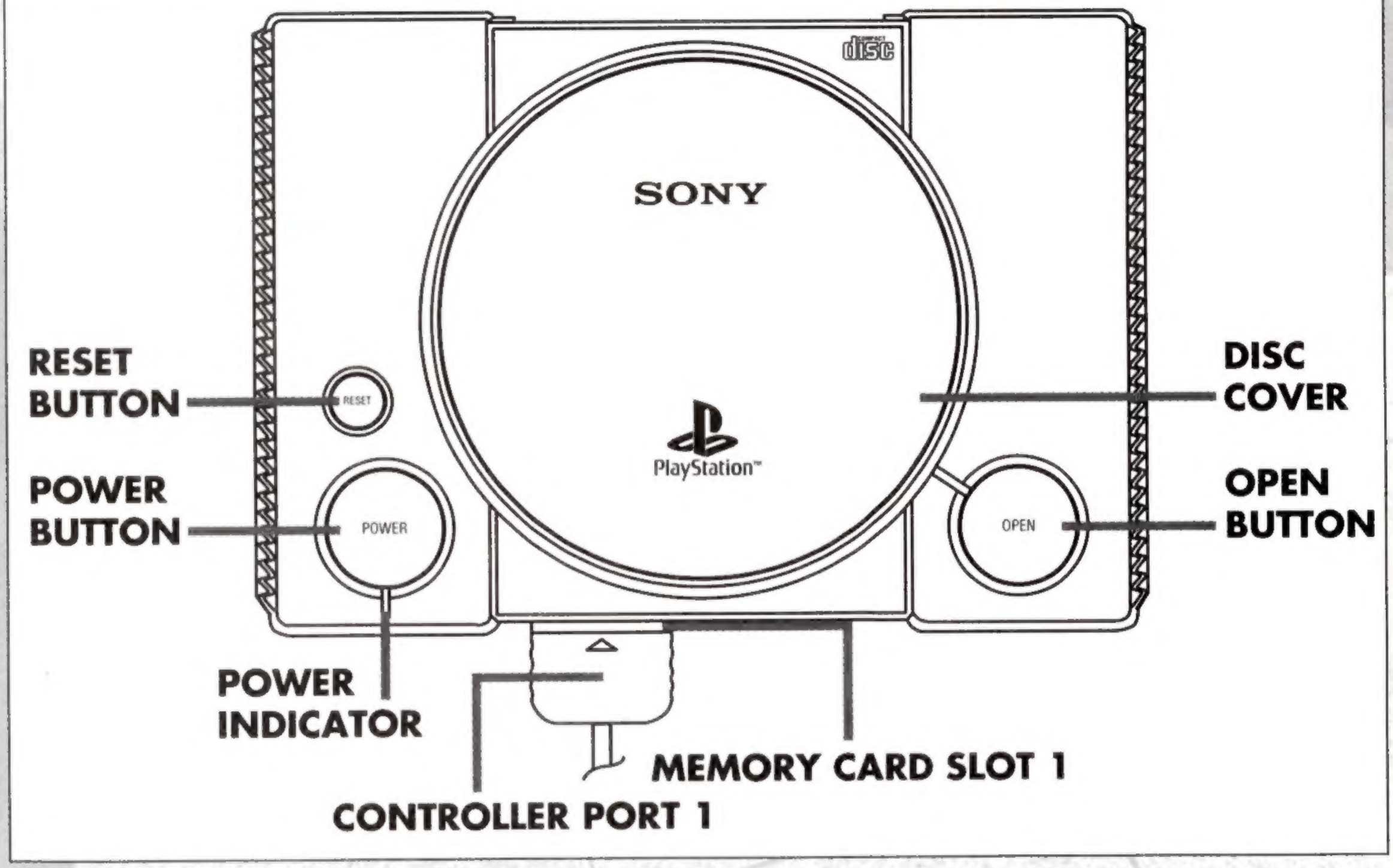
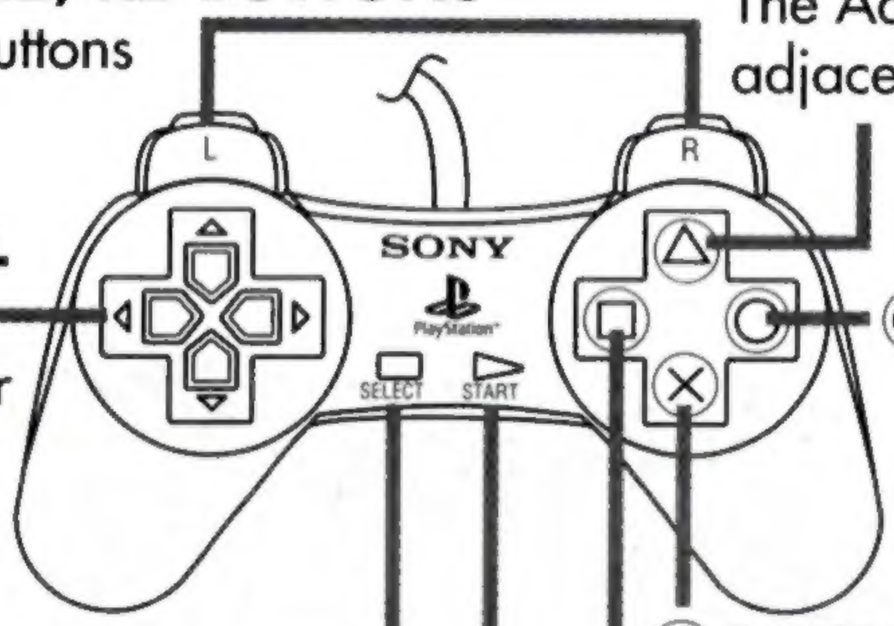
ESRB RATING This product has been rated by the Entertainment Software Rating Board.
For information about the ESRB ratings, or to comment about the appropriateness of the rating, please contact ESRB at 1-800-771-3772.

GETTING STARTED



Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the ***Intelligent Qube***™ disc and close the CD door. Insert a game controller and turn ON the PlayStation game console.

BASIC CONTROLS



L1, R1, L2, R2 BUTTONS
Inactive Buttons

△ BUTTON
Press once to activate an Advantage Zone. The Advantage Zone includes the 8 qubes adjacent to the glowing green square.

DIRECTIONAL BUTTONS
Moves character on the Grid.

○ BUTTON

SELECT BUTTON

START BUTTON
Pauses Game.

✕ BUTTON
Press once to "Mark" a square on the Grid. Press a second time to "Destroy" a Qube.

□ BUTTON
Press to speed up Qube rotation.

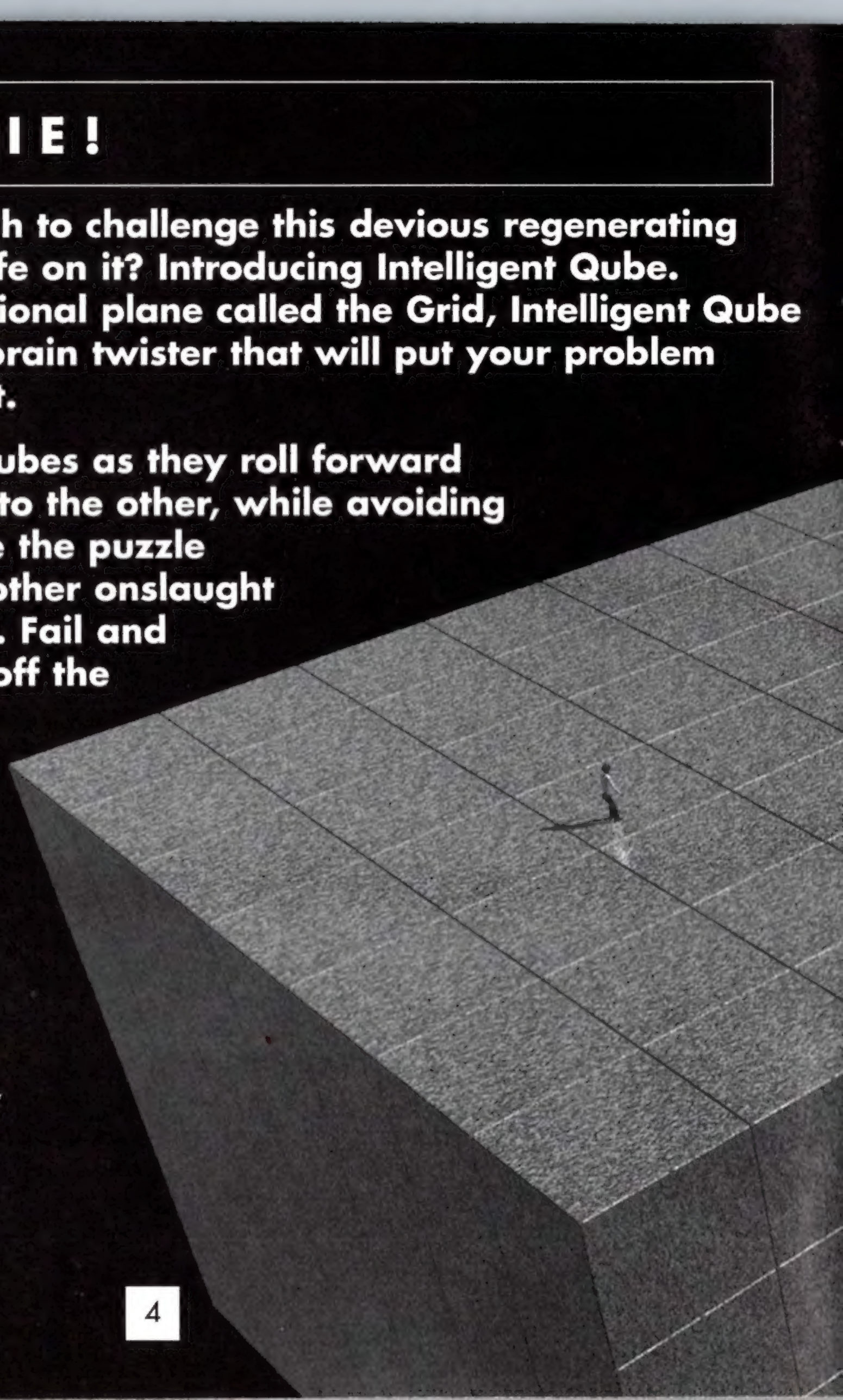
In Intelligent Qube, the default controls are the Directional Buttons, ✕, △, and □ Buttons. (The control settings can be changed in the Options Menu.)

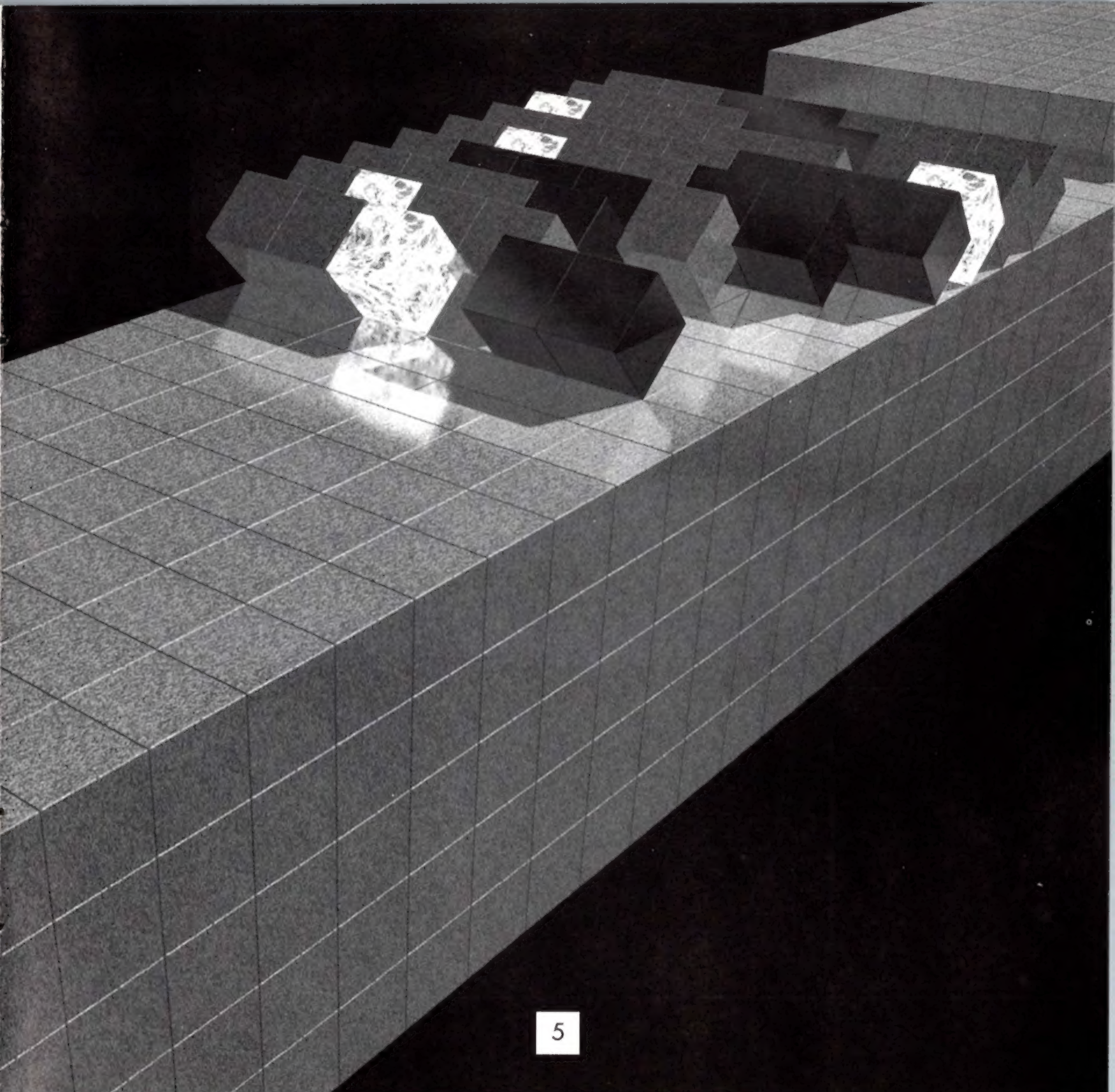
THINK OR DIE!

Think you're smart enough to challenge this devious regenerating puzzle? Willing to bet a life on it? Introducing Intelligent Qube. Played on a three-dimensional plane called the Grid, Intelligent Qube is a challenging and fun brain twister that will put your problem solving abilities to the test.

Destroy the "Playable" Qubes as they roll forward from one end of the Grid to the other, while avoiding "Forbidden" Qubes. Solve the puzzle and you'll live to face another onslaught of the huge rolling Qubes. Fail and you'll get crushed or fall off the edge of the Grid. IQ points are awarded based on how efficiently each rolling set of Qubes is eliminated from the Grid. As each stage is cleared, the number of Qubes to be cleared and the speed and complexity of the puzzles increases.

How high is your IQ?

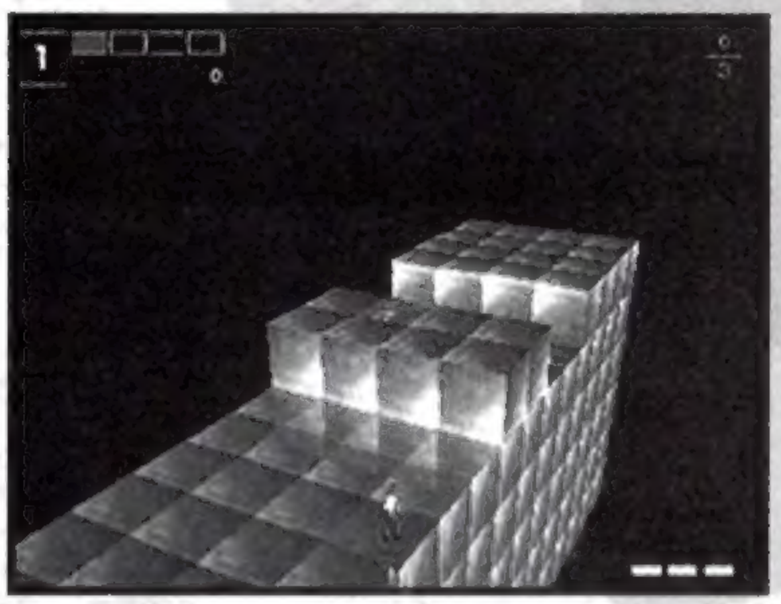


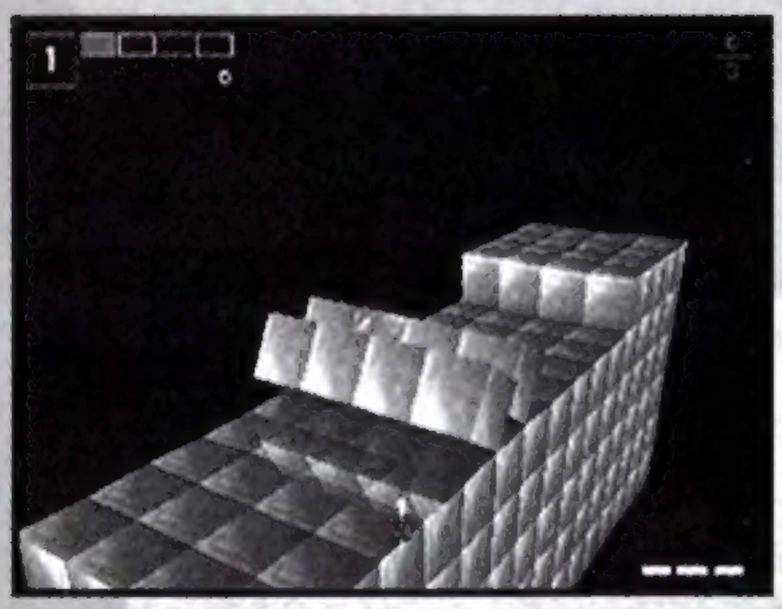


PLAYABLE QUBES

NORMAL QUBES

Normal Qubes are the same color as the Grid for that stage. Destroy these Qubes before they reach the end of the Grid to avoid losing rows of the Grid.



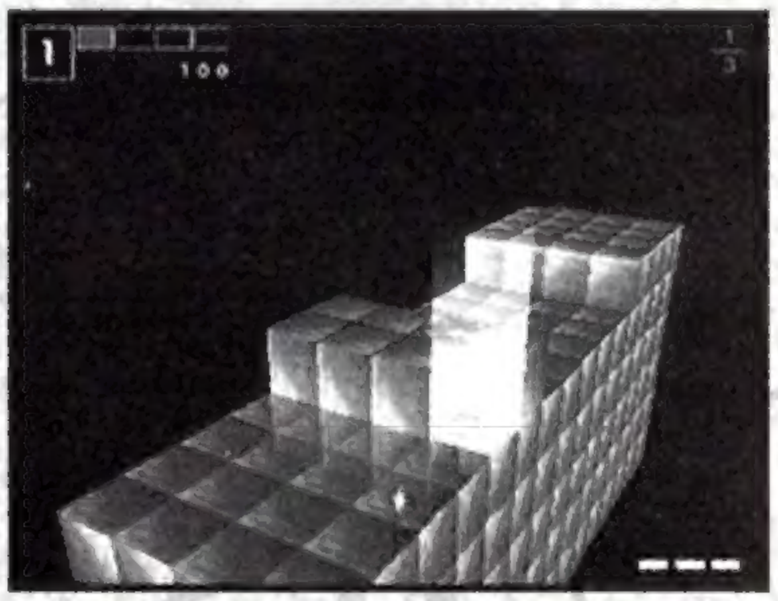


MARKING NORMAL QUBES

To "Mark" a square on the Grid, press the ⊗ Button. The Marked square will glow blue, signaling that the square is ready to "Destroy" the next Qube that rolls over that square. Press the ⊗ Button again to "Destroy" a Qube when it rolls over that square.

DESTROYING NORMAL QUBES

If the player presses the ⊗ Button as a Normal Qube is turning above a "Marked" square, that Qube will sink into the Grid, eliminating that Qube and scoring 100 points. This is called "Destroying" a Normal Qube.



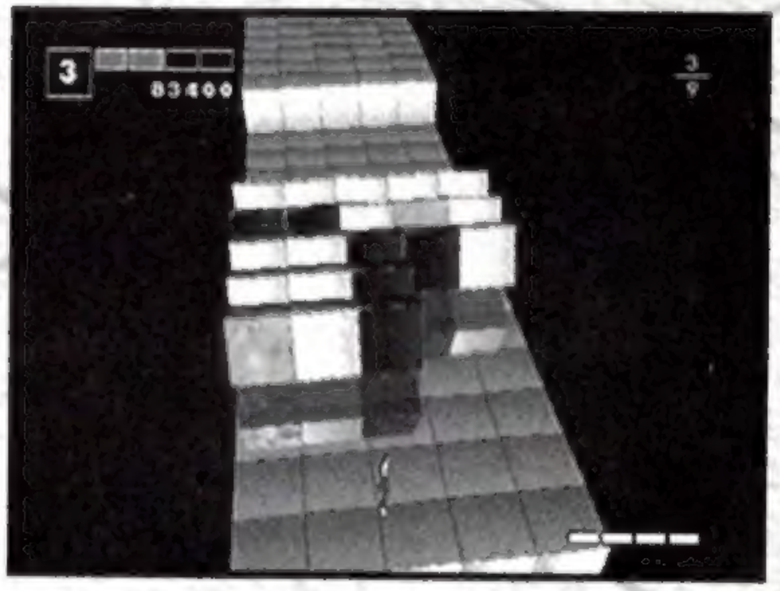
If the player fails to Destroy a Normal Qube before it reaches the end of the Grid, it will fall and one of the squares on the Block Scale will turn red. For more information, see Block Scale (pg. 11).

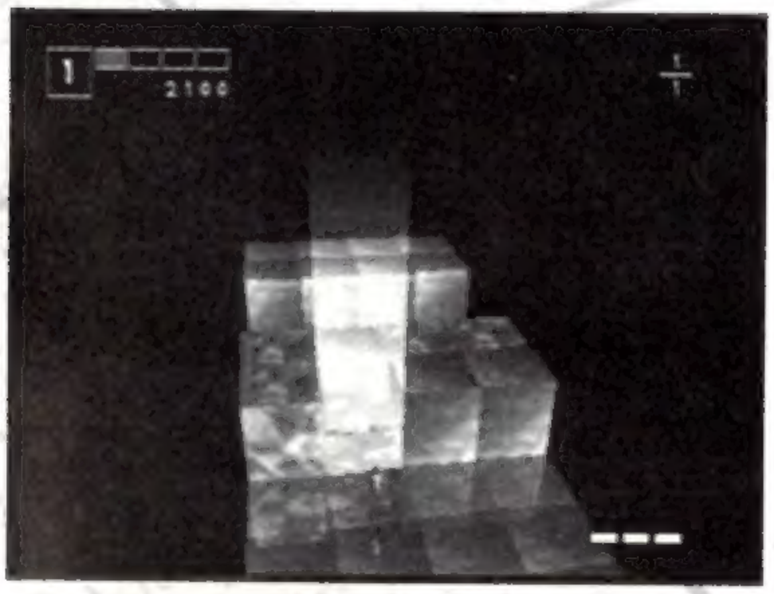
ADVANTAGE QUBES

Advantage Qubes are green. Depending on how these Qubes are played, they may or may not be beneficial to the player.

MARKING ADVANTAGE QUBES

Press the ⊗ Button to "Mark" a square directly in the path of an approaching Advantage Qube. This is the same as for Normal Qubes.

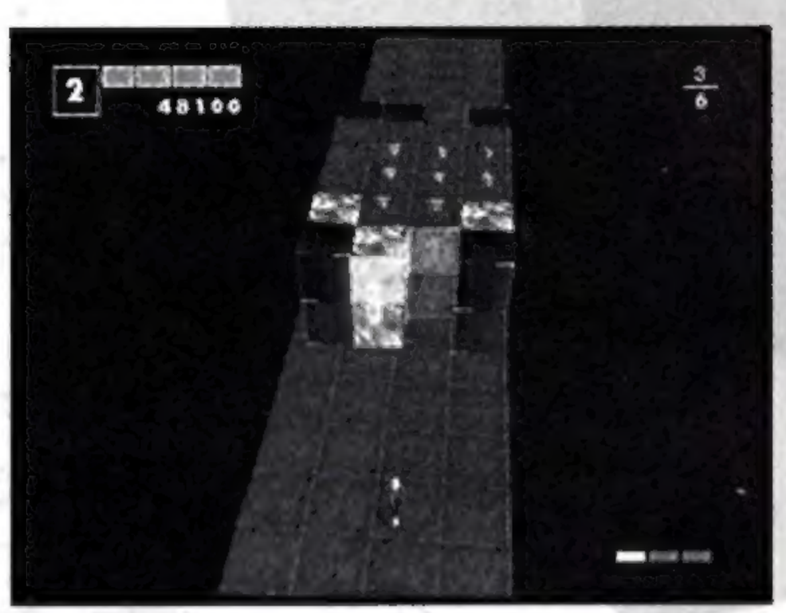




DESTROYING ADVANTAGE QUBES

The destroying method for Advantage Qubes is the same as for Normal Qubes, but after an Advantage Qube is destroyed, that square on the Grid will glow green.

ADVANTAGE ZONE

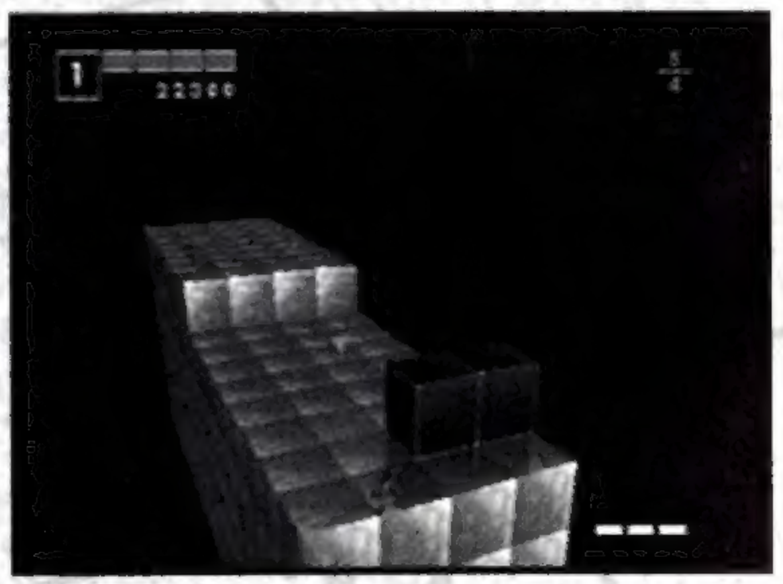


By pressing the △ Button the player can destroy the Advantage Square as well as the 8 qubes on the Grid that are directly adjacent to the Advantage square. This is known as the Advantage Zone. The adjacent squares will glow red when the △ Button is pressed, highlighting the Advantage Zone. By using Advantage Zones effectively, the player can destroy many Qubes with less effort. However, if there is a "Marked" square within the Advantage Zone, that square will be released from the Advantage Zone and will not destroy the Qube directly above it.

FORBIDDEN QUBES

Forbidden Qubes are black, and as their name suggests, the player should avoid destroying these Qubes.

DESTROYING FORBIDDEN QUBES



If the player accidentally destroys a Forbidden Qube, the last row of the Grid will collapse for every destroyed Forbidden Qube. When only Forbidden Qubes are left on the grid, the player can press and hold the □ Button to move them off the Grid quickly.

STAGES

There are a total of 8 Stages numbered from 1 through 8, plus a Final Stage. The Final Stage will not appear on the continue menu until the player clears the Eighth Stage.

TYPICAL ROTATION NUMBER (TRN)

The Typical Rotation Number is the maximum number of rotations expected to clear the playable Qubes. In the upper right corner of the screen during a normal 1 player game there are two numbers. The bottom number is the TRN and the number above it counts the rotations as the Qubes are rolling forward. Bonus points are given to the player if all of the playable Qubes have been destroyed. The amount of points is based on the number of rotations it took to clear the section. The counting of the rotations begins at the moment the player destroys the first Qube.

SCORING

ACHIEVING "PERFECT"

A unit of Qubes that rotates forward on the Grid is called a "Section." If the player correctly destroys an entire Section without destroying any Forbidden Qubes or losing any Normal Qubes off the edge of the Grid, the player will achieve "Perfect." A player who achieves "Perfect" will earn bonus points, and another row of the Grid will be added.

BONUS POINTS

The bonus points for achieving "Perfect" are:

1,000 pts	if the player's rotation number is higher than TRN
5,000 pts	if the player's rotation number is equal to TRN
10,000 pts	if the player's rotation number is less than TRN

STAGE CLEARING BONUS

When a player clears an entire stage by successfully handling the required number of sections, the player will earn 1,000 bonus points for each remaining row of the Grid.

GAME OVER

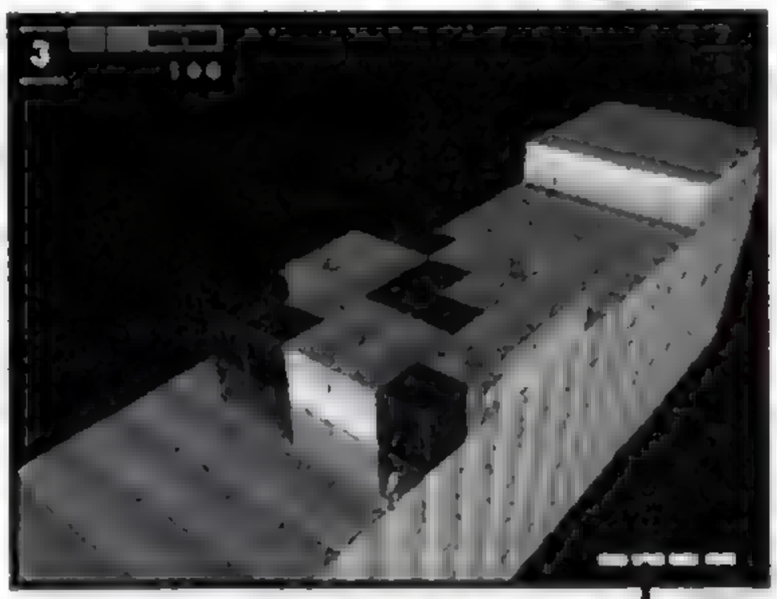
When the character happens to be standing on a collapsing portion of the Grid or when the provided puzzle (the length of a section) becomes longer than the length of the Grid, the character will fall off the Grid and the game will end.

The score and IQ will be displayed. Please see page 15 for an explanation of IQ.

WARNINGS

BLOCK SCALE

The white squares in the lower right corner of the screen is the Block Scale. The Block Scale counts the number of playable Qubes that fall off the grid and for each playable Qube that falls off the Grid, one square of the Block Scale will turn red. When all the squares on the Block Scale are red, you can allow one more playable Qube to fall off before you lose the last row of the Grid.



Block Scale

GETTING CRUSHED & FALLING OFF

Throughout the course of the game, a player may get crushed or fall off the edge of the Grid. If the player gets caught by a rotating Qube and is crushed, all the Qubes in that Section will automatically roll toward the end of the Grid. Either that same section or a new section of Qubes will be presented and the game will continue.

If the player is standing on the final row of the Grid when it falls off because you have either destroyed a Forbidden Qube or too many Playable Qubes have fallen off, the player will also fall off the edge of the Grid and the game will end.

AGAIN

If the player is crushed by a rotating Qube, the same section may be provided until that puzzle is solved. The screen will flash a message that reads, "AGAIN!" Try again with a better strategy. However, none of the rows that have collapsed will be restored on your next attempt to solve the puzzle.

OPTIONS

CONTROLLER

The buttons can be reconfigured by highlighting Controller in the Options Menu and pressing the ⊗ Button. In the Controller Menu, controller functions can be assigned by highlighting the function the player wishes to change and pressing the desired button to control that function.
When more than two functions are assigned to a particular button, that configuration will automatically be changed to avoid contradiction (except for Mark and Capture).

RANKING

The player can view the rankings for each level. Pressing the L1 and R1 Buttons scrolls through the level displays. The rankings are based on IQ numbers.

MEMORY CARD

Ranking and extra character availability can be saved by following the directions in the Options Screen.

After entering your name in a High Scores Ranking, go to the Memory Card screen if you wish to save your data. Ranking and extra character availability can be saved by highlighting Memory Card in the Options Menu and pressing the ⊗ Button. In the Memory Card screen, highlight the Load or Save option,

highlight Slot 1 or Slot 2, and press the ⊗ Button. Only one game can be saved on each Memory Card. Previous Intelligent Qube saved data will be overwritten on the Memory Card when saving. Therefore, it is a good idea to be sure you wish to overwrite your previous data before saving.

The messages for each of the slots are:

CHECKING: This is displayed while the Memory Card is being read.

DATA FOUND: The Memory Card in the slot contains an Intelligent Qube save.

NO DATA: The Memory Card in the slot does not contain an Intelligent Qube save.

FULL: The Memory Card in the slot has no free blocks and does not contain an Intelligent Qube save. Use the PlayStation's Memory Card Manager to free a block, or insert a Memory Card with at least 1 free block in order to save.

UNFORMATTED: The Memory Card in the slot is not formatted. Use the PlayStation's Memory Card Manager to format the Memory Card.

INACTIVE: There is no Memory Card in the slot.

TEXTURE

The texture on the Normal Qubes can be changed by selecting this option. Forbidden and Advantage Qubes cannot be altered.

PLAYER

The Player Screen allows the player to select a character. Play well, and hidden characters will become available.

THE PLAYER'S IQ

The initials IQ in this game have no relation to the genuine Intelligence Quotient.

CALCULATING IQ

IQ is calculated using the following factors: Points, multiplied by the number of Stages Cleared, divided by a number related to the Difficulty Level.

For example, IQ from clearing level 1 will be around 400. At level 4, it will be around 600. The IQ will be significantly less if the player has fallen off the stage and used a 'continue' to make it to the Final Stage.

999 is the highest achievable IQ.

IQ DISPLAY

When the player clears all 9 stages or when the character falls off the Grid, the IQ will appear on the screen.

NAME ENTRY

If the player's score or IQ is among the best for the difficulty level, the Name Entry screen will appear after the IQ is displayed. Up to 10 characters can be input.

GAME MODES

NORMAL MODE

By selecting Normal in the System screen, the player can play a Normal game.

ORIGINAL MODE

When the player finishes the game, Original Mode becomes available. Original Mode will allow the player to compose original puzzles. In this mode, players can neither play a 2-player game nor view the Rules. A difficulty level between 1-5 can be chosen. Changing the difficulty level will change the speed of rotation as well as the pause time after Qubes have been eliminated. In this game, the player will receive a score but not an IQ.

To create puzzles:

1) Clear the Final Stage.

2) Choose Game Mode in the Options Screen and select Original.

3) Return to the Main Menu and select 1-Player Mode (1P).

4) The Puzzle Design Screen will appear.

(Please see page 18 for more information on the Puzzle Design Screen).

2-PLAYER MODE

2-PLAYER MODE

The 2-Player Mode is an alternating, turn-based match between 2 players. Each player has to clear each puzzle with "Perfect." If not, the other player has to face the same puzzle. The same puzzle continues to appear until either player clears it. As the puzzles are cleared, IQ marks will be added on the point screen, and when either player earns 5 points a winner is declared.

If both players have the same score after four sets, Deuce is called and either player must then earn two points in a row in order to win. If no player has won after 10 consecutive Deuces have been called, the game will end in a draw.

2-PLAYER CONTROLS

The controls for the 2-Player game are the same as for the 1-Player Mode.

THE PUZZLE DESIGN SCREEN

Using the Directional Buttons, move the cursor over the Qubes and press the ⊗ Button to cycle through Normal, Advantage and Forbidden Qubes to create a new puzzle.

GROUP NO. 0

These are the Groups of Qubes which you can design. There are 200 Groups (0-199) for each of the 17 sizes (X, Z). Groups are chosen randomly during gameplay.

X=4 Z=2

There are 17 Group sizes in the game. The smaller Groups (like X=4 Z=2) are used in the earlier stages, while the larger Groups (like X=7 Z=9) will not appear until the later stages (and higher difficulty levels).

CLS (Clear Screen)

Clear Screen sets all of the Qubes to the same color and will cycle through Normal, Advantage and Forbidden Qubes.

COPY

Remembers the Group of Qubes currently on the screen.

PASTE

Replaces the current Group of Qubes with the last Group Copied.

LOAD
Will load the entire selection of Groups that has been saved onto a Memory Card.

SAVE
Saves the entire selection of 200 Groups for each of the 17 sizes onto your Memory Card. Eight free memory blocks are necessary to utilize this feature.

PLAY
Begins the Original Mode gameplay using these Groups.

NOTE: The game randomly selects from the entire selection of Groups. The chances of any one Group appearing in a stage are roughly 1 in 3400. (There is a greater chance that a smaller (X=4 Z=2) Group will be used in Stage 1 than a larger (X=7 Z=9) Group, so 1 in 3400 is a rough calculation.)

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PaRappa The Rapper™

The Original Music Video Game.

Help Parappa rap with the best of the master rappers and straight into Sunny's heart.

Guaranteed you'll be singin' and dancin' along with Parappa and his gang to the most fun music mixes.

"A bold new move in creativity."
– Game Informer

"Sounds like nothing you've ever played before? That's why it's so good."
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